The computer conferencing system is utilized to promote person-to-person communication emphasizing the achievement of interpersonal communication. CMC in an online classroom can be classified as asynchronous (time-delayed communication) or synchronous (real-time communication) systems. Participants in an asynchronous communication may communicate at any time wherever computer access is available, e.g., e-mail, BBoard, and listserv.


Santoro, G. M. (1995). What is computer-mediated communication? Text-based games were played on local networks, Arpanet and other networks that preceded the Internet as we know it now. Multi-User Dungeons (MUDs) are text-based games that allow players to adopt roles on a complex virtual environment that exists mainly in the players' imaginations. They rely on text-based communication and invocation of rules programmed into the MUD. Assessing Social Presence In Asynchronous Text-based Computer Conferencing. The Journal of Distance Education, 14(3), 51–70. Google Scholar.

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